

src/GUIRenderer/Vector3.h



```
graph TD; A[src/GUIRenderer/Vector3.h] --> B[math.h]; A --> C[cassert];
```

A diagram showing a dependency structure. At the top is a gray rectangular box with a black border containing the text 'src/GUIRenderer/Vector3.h'. Two blue arrows originate from the bottom center of this box. The left arrow points down and to the left to a white rectangular box with a gray border containing the text 'math.h'. The right arrow points down and to the right to another white rectangular box with a gray border containing the text 'cassert'.

math.h

cassert